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Subject: Re: How to change walk animation?  
Posted by [Di3HardNL](#) on Fri, 21 Mar 2008 21:49:24 GMT  
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Allright, so I have here the S\_A\_Human skeleton.

Does the animation (tile 0 to 100) has to be there, or do i need to remove it?

If it needs to be there then i have to change the bones to the place i want it?

Also, the animations which i would need, can they be opened in RenX or can you only just look at them in W3d Viewer?

I hope you understand my questions thanks so far

### File Attachments

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1) [skeleton.PNG](#), downloaded 351 times

